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WOOKIEE CATAMARAN

78

Kashyyyk airspeeder transport

Dark Acolytes

Force Harvester

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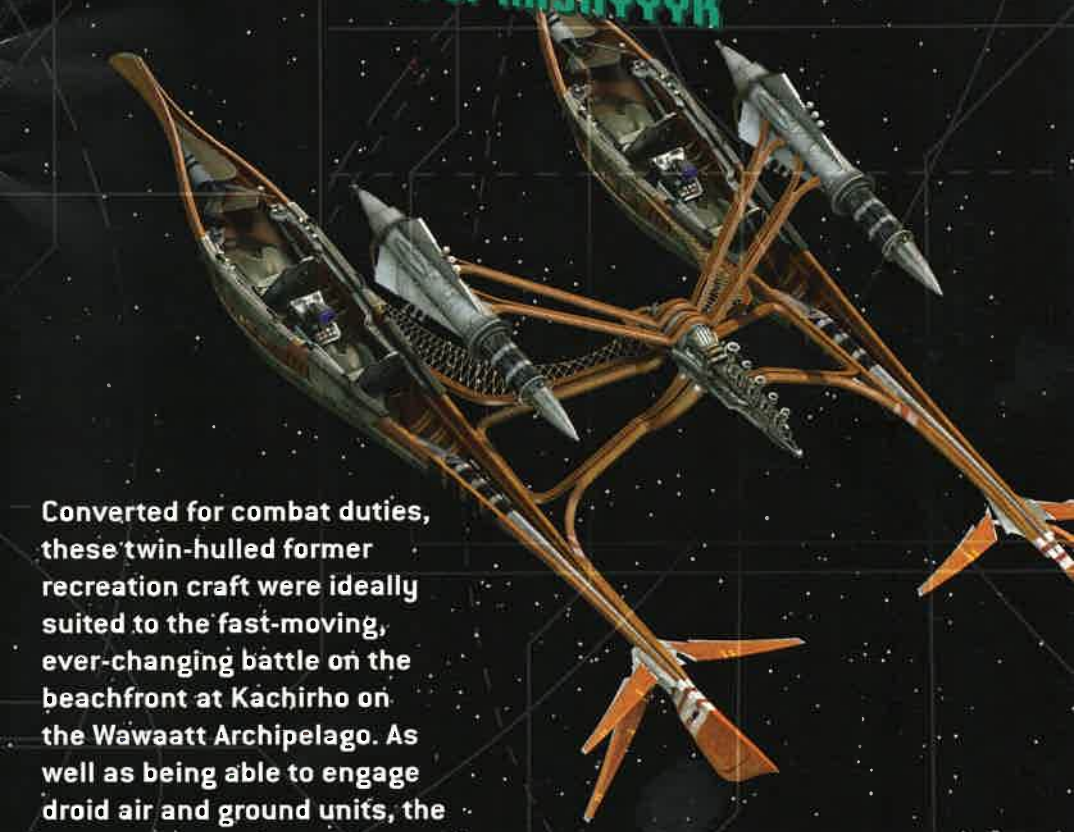
STAR WARS

"WE DIDN'T WAIT FOR THE ENEMY TO COME TO US. WE BROUGHT THE BATTLE TO THEM."

JEDI GENERAL QUINLAN VOS REMEMBERS THE BATTLE OF KASHYYYK



Converted for combat duties, these twin-hulled former recreation craft were ideally suited to the fast-moving, ever-changing battle on the beachfront at Kachirho on the Wawaatt Archipelago. As well as being able to engage droid air and ground units, the oevvaor catamarans were even able to drop Wookiee warriors on key enemy units.

OEVVAOR JET CATAMARAN

PRESSED INTO SERVICE

Before the Battle of Kashyyyk, the Wookiees were desperately short of their Raddaugh Gnasp fluttercraft security vessels, so many of the oevvaor catamaran pleasure craft found around the coast of the Wawaatt Archipelago were called to action.

The Raddaugh Gnasp was well suited for navigating the close quarters of the dark and dangerous lower levels of Kashyyyk's forests. Its tough wroshyr wood frame could take a few hits and bumps as the craft manoeuvred through the trees, and it came with a rear-mounted laser cannon for dealing with any feral beasts the crew might need to fight off. The oevvaor catamaran, on the other hand, was designed for fishing trips.

Ready For Conversion

Two significant advantages possessed by the Wookiee catamaran (which was designed and built by the same company as the fluttercraft, Appazanna Engineering Works) were speed and carrying capacity. The fluttercraft could kick along at over 300km/h, assuming it wasn't flying through murky forests, but the oevvaor had an airspeed of 420km/h. Even in the water it could outpace the Gnasp, with a straight-line top speed of 370km/h. While the Gnasp carried a pilot and gunner, the catamaran carried two crew, two passengers and still had space for a hefty 50kg of cargo. It even had the same flight ceiling – 1000m.

Tough Enough

The oevvaor had no weapons hardpoint (these were retro-fitted for the Battle of Kashyyyk), offered its occupants less cover, and it was wider, longer and taller than the Gnasp, which had a slight edge on manoeuvrability. The hull of the oevvaor catamaran was made of tough and flexible wroshyr wood, but lacked the additional strengthening of the Raddaugh Gnasp. It could resist small arms fire, but anything stronger would tear apart the relatively delicate central frame that carried the flight rotor and powerful, compact jet engines. Rudders at the back of each hull section allowed the pilot to steer in air or water. While oevvaors were responsive in both elements, the Gnasp's steering was sharper.

Up And Away

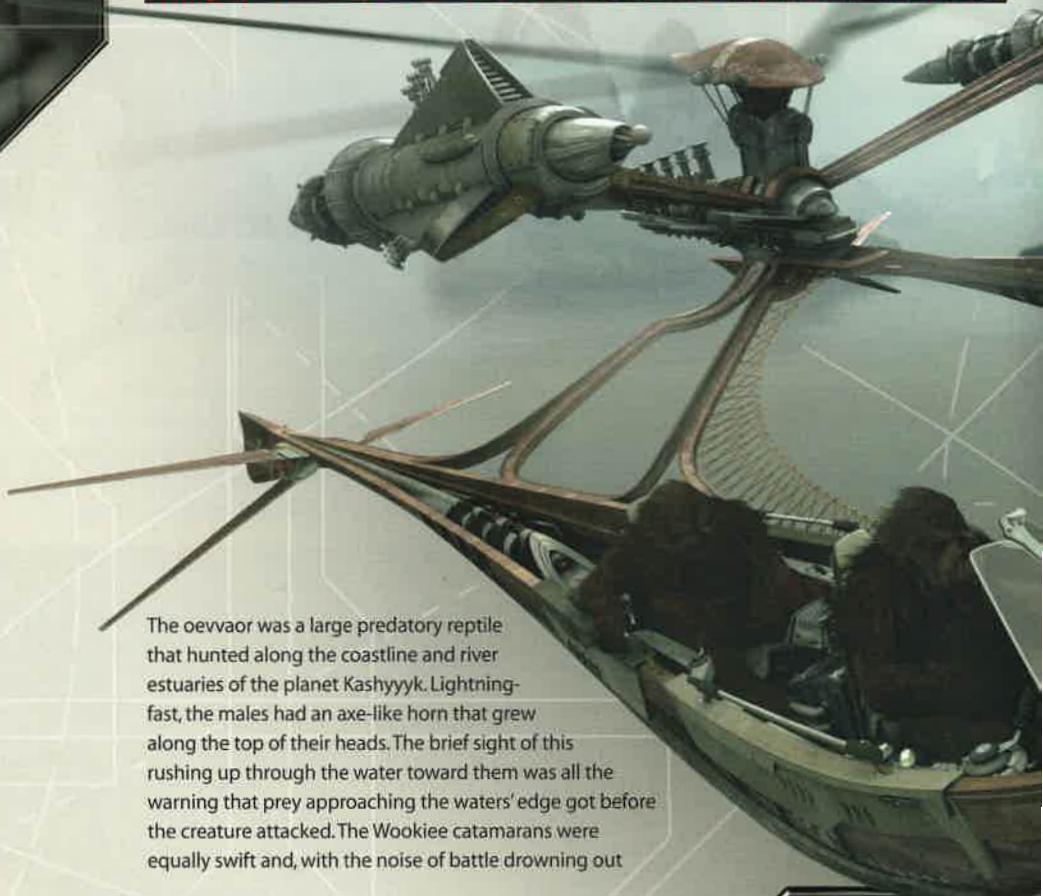
Controlling the catamaran required both the pilot and co-pilot to work in unison. The display screens each used displayed simple graphics

that allowed the performance of the basic, podracer-like engines to be monitored by the co-pilot, leaving the pilot simply to fly. The controls in each hull section were identical, allowing either pilot to fly the vehicle. For combat, both hull sections were fitted with tactical tracking computers, and weapons rests were fitted to allow the gunners to steady their bowcasters or blaster cannon. Before, during and after the Battle of Kashyyyk, the catamarans served the Wookiee people well.

DROPPING IN

THE OEVVAOR CATAMARAN IN ACTION

Even before the Battle of Kashyyyk, the fast, light Wookiee catamarans proved their worth by patrolling the open skies around the coastline of the Wawaatt Archipelago. During the fighting, they proved invaluable – living up to the reputation of the fierce creature they were named after.



The oevvaor was a large predatory reptile that hunted along the coastline and river estuaries of the planet Kashyyyk. Lightning-fast, the males had an axe-like horn that grew along the top of their heads. The brief sight of this rushing up through the water toward them was all the warning that prey approaching the waters' edge got before the creature attacked. The Wookiee catamarans were equally swift and, with the noise of battle drowning out

their relatively quiet engines, they gave little warning too.

Heavy Lifting

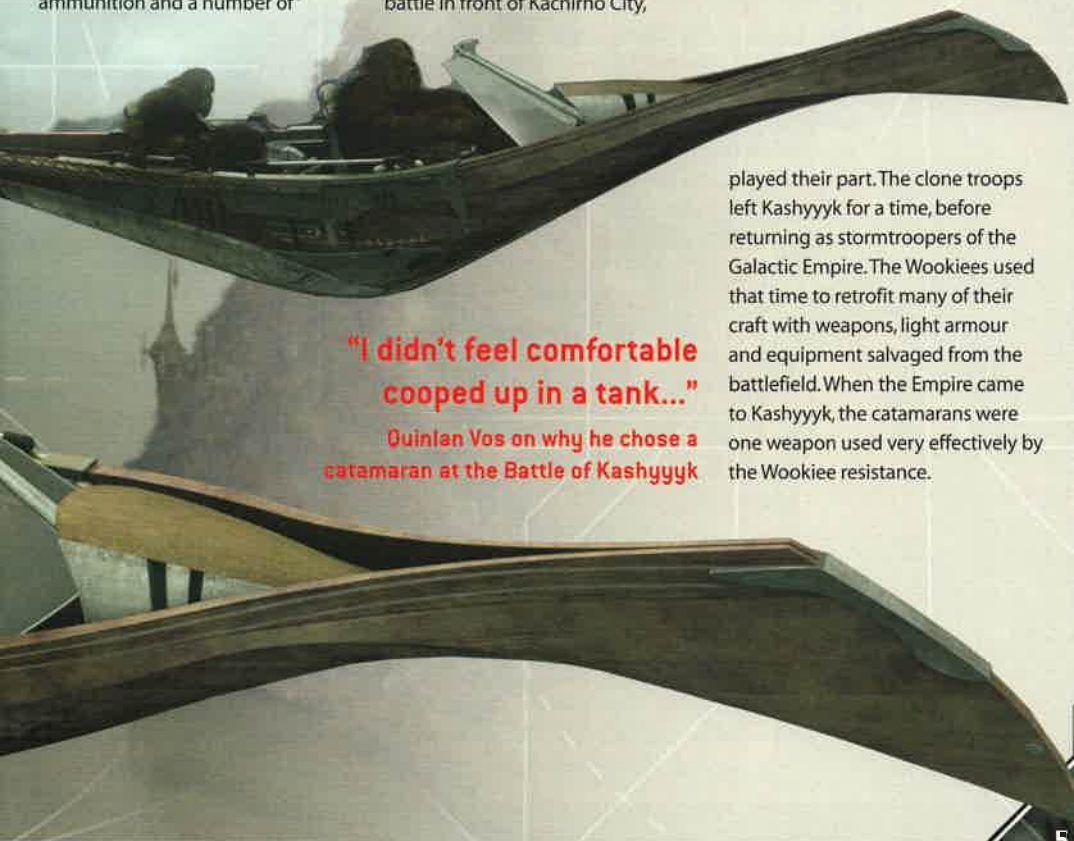
The oevvaor catamarans had two sets of repulsorlift generators set directly under the main crew sections. This meant the craft could carry four Wookiees very easily, along with a fair amount of equipment. During the Battle of Kashyyyk, this meant the gunners could carry heavy blaster rifles, extra ammunition and a number of thermal detonators and magnetic high explosives.

Swooping Attack

The aerodynamics of the catamaran allowed for very stable flight. This was vital, as the gunners shifted constantly in the narrow craft to line up a good shot, or to throw their explosives. Bowcasters and the blaster rifles had quite a solid recoil, even in the hands of a powerful Wookiee, but not enough to destabilise the catamaran. This stable platform allowed the Wookiees to launch surprise attacks of a more direct nature. During the battle in front of Kachirho City, Tarfful and Chewbacca hung from ropes under a catamaran, leaping down onto a *Persuader*-class tank droid. Planting their magnetic explosives, they leapt off into the water as the tank was destroyed. Aboard that same catamaran had been Jedi General Quinlan Vos. As the Wookiees launched their attack, Vos leapt off the oevvaor craft to land on and destroy other CIS droid weapons.

Anti-Empire

After the Republic's clone troopers turned on their Jedi leaders and on the Wookiees, the catamarans played their part. The clone troops left Kashyyyk for a time, before returning as stormtroopers of the Galactic Empire. The Wookiees used that time to retrofit many of their craft with weapons, light armour and equipment salvaged from the battlefield. When the Empire came to Kashyyyk, the catamarans were one weapon used very effectively by the Wookiee resistance.



"I didn't feel comfortable cooped up in a tank..."

Quinlan Vos on why he chose a catamaran at the Battle of Kashyyyk

BOSSK

THE TRANDOSHAN BOUNTY HUNTER

In his long career as a bounty hunter, Bossk was variously the luckiest and unluckiest being ever to follow that violent and dangerous career path. Somehow, despite his famously short temper and lack of tactical acumen, Bossk lived long enough to retire from the business.

Bossk's first action in life, as a hatchling, was instinctively to devour his unhatched brothers and sisters. This was something that Bossk wore as a badge of considerable honour within Trandoshan society. His father, Cradossk – the head of the Bounty Hunters' Guild – was equally proud, and lived on, knowing that one day his son would likely kill and devour him, adding his father's picked-clean bones to the ancestral pile. Later, this would be exactly how Bossk came to be head of the Guild.

Boba Fett

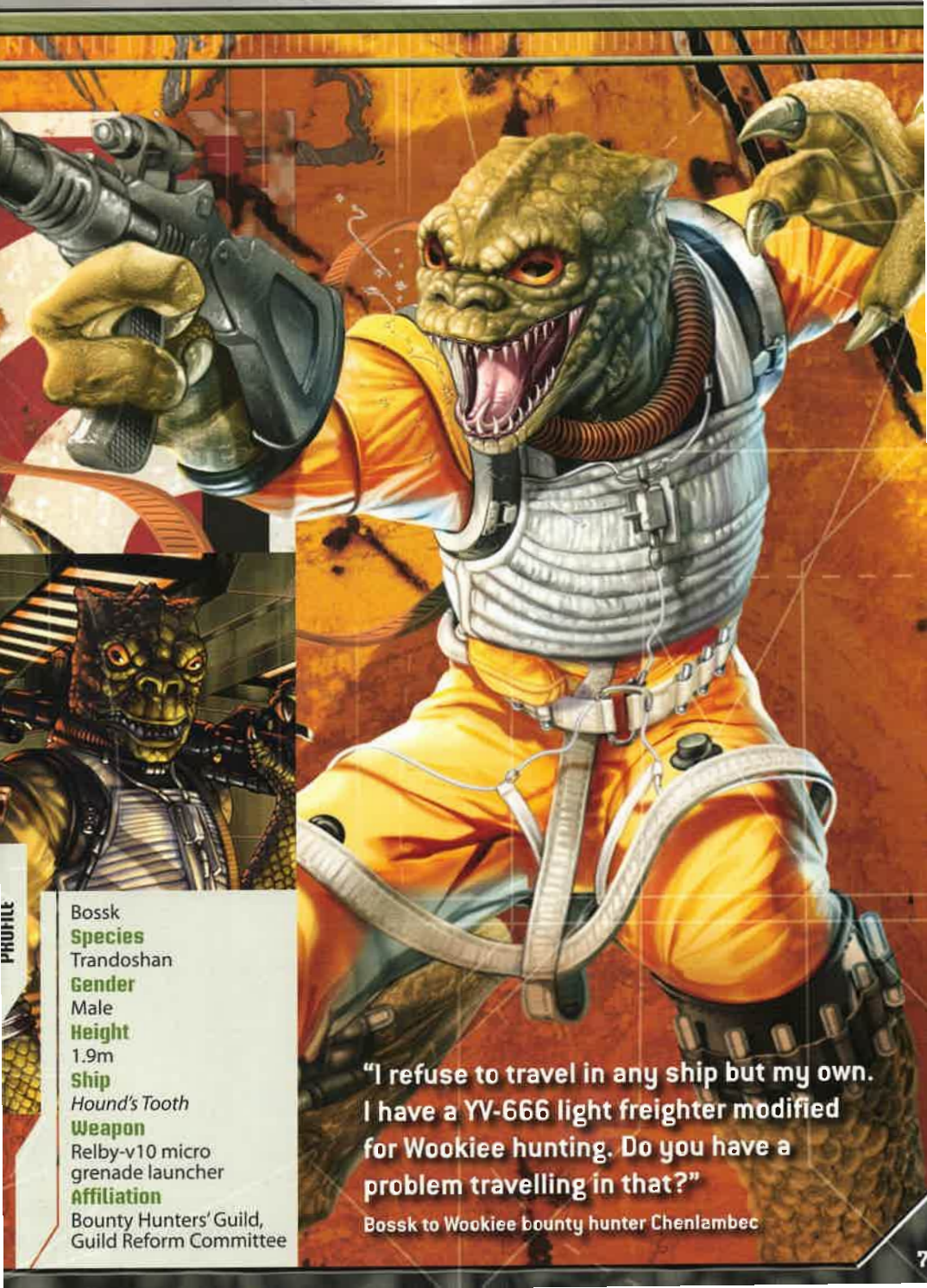
In his youth, Bossk earned his living as a hunter of Wookiees, both on Kashyyyk and further afield. Slowly, he began taking other bounties. His reputation grew, and it was widely known that his temper and bloodlust rarely saw him bringing the merchandise back alive. By the time of the Clone Wars, Bossk had a Republic bounty on his own head that no-one seemed inclined to risk pursuing. It was at this time that Bossk was brought in on a hunt for the Jedi Master Mace Windu. For the first time, Bossk met Boba Fett, then just a child. The whole group were defeated in their aims and captured. Later encounters with Fett would often end to Bossk's disadvantage and to Fett's considerable profit.

Going Solo

Though Bossk would later grow to hate Boba Fett, he could swallow that hate enough to work with Fett when the credits were good. The two beings Bossk hated more than was rational were Han Solo and his Wookiee co-pilot, Chewbacca. Bossk once lost Chewbacca, a large number of other captive Wookies, and his entire ship and was made to look very foolish in front of other bounty hunters, when Han Solo dropped the *Millennium Falcon* directly on Bossk's vessel. After that, Bossk would abandon even the most profitable hunt, or take the most unlikely risks, if it meant a shot at Solo and Chewbacca.

Divide And Conquer

During the reign of the Emperor, Bossk rose to become one of the most infamous bounty hunters in



PROFILE

Bossk

Species
Trandoshan

Gender
Male

Height
1.9m

Ship
Hound's Tooth

Weapon
Relby-v10 micro grenade launcher

Affiliation
Bounty Hunters' Guild, Guild Reform Committee

"I refuse to travel in any ship but my own. I have a YV-666 light freighter modified for Wookiee hunting. Do you have a problem travelling in that?"

Bossk to Wookiee bounty hunter Chenlambec

the galaxy. However, his real desire was to run the Bounty Hunters' Guild. To achieve that, Bossk needed to take his father's place as Guild leader. There was no retirement option – Cradossk was simply killed and eaten by Bossk. The resulting power struggle between older hunters, who formed the True Guild, and younger hunters like Bossk, who formed the Guild Reform Committee, had been the aim of Boba Fett. Fett had been hired, indirectly, by the Emperor. The old Guild had been too powerful and needed to be cut down to size.

Sold Hunted Again.

Bossk was one of several hunters who were brought in by the Empire to track the *Millennium Falcon* after the Battle of Hoth. The Trandoshan, obsessed with revenge on Solo and Chewbacca, was tricked by two amateur hunters who trapped him aboard his own ship while they freed and rescued hundreds of Wookiee slaves, before delivering Bossk to Imperial Governor Io Desnand who intended on having Bossk's skin made into a dress for his wife. Bossk managed to escape and, later, recover his ship. He then went after Boba Fett on two occasions to try to get at least a cut of the bounty Jabba was offering on Han Solo. After Fett refused offer of a deal on Gall, he later crippled the *Hound's Tooth* after Bossk, 4-LOM and some other hunters tried to

A retired Bossk met Han Solo after the death of Chewbacca. Bossk's gloating earned him a broken snout.

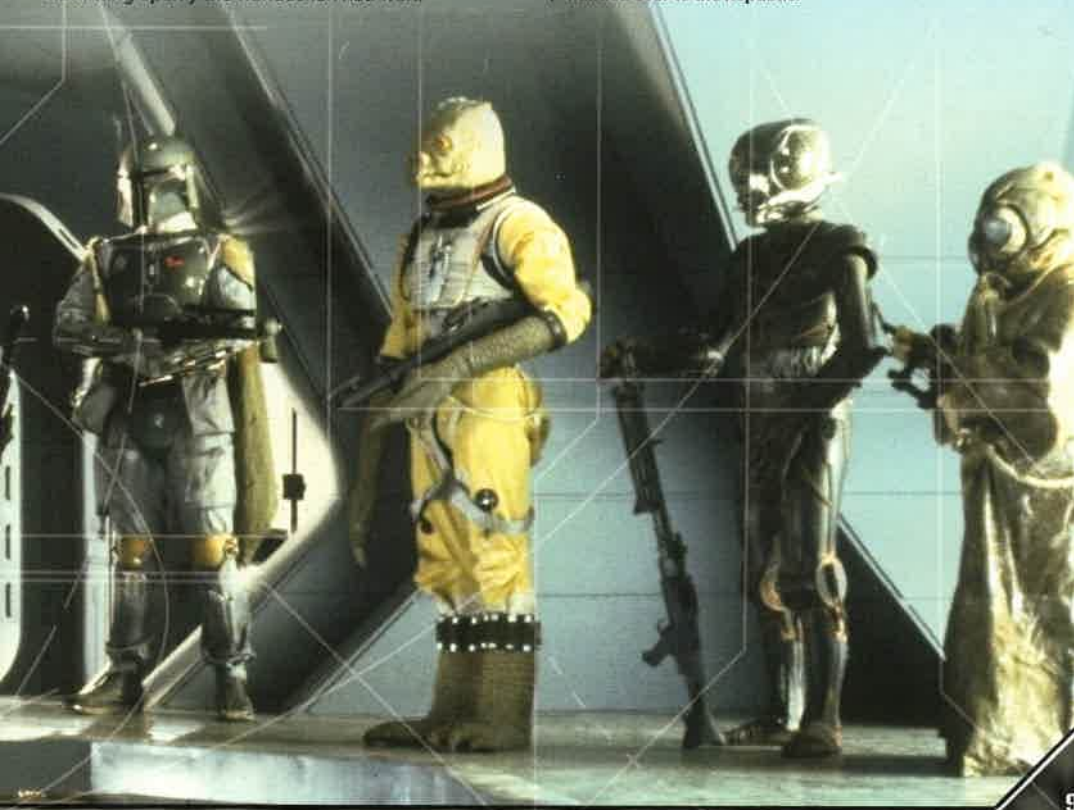
steal Solo's carbon frozen form from a seemingly heavily damaged *Slave I*.

Beating Fett

A long time after Fett had eventually delivered Solo to Jabba and then, right in front of Bossk's eyes, had seemingly been eaten by the sarlacc in the Pit of Carkoon, Bossk was tricked into abandoning the *Hound's Tooth* when it appeared a bomb was about to go off. In fact, Fett had survived the sarlacc and had been rescued from the desert by the bounty hunter Dengar. Fett stole *Hound's Tooth*. However, Bossk had stolen information from Boba Fett. Stranded on Tatooine, Bossk was drinking in Chalmun's Cantina when Fett marched in and threatened him to recover the data. With nothing to lose, Bossk refused to tell Boba Fett anything. In front of the entire cantina, Boba Fett calmly paid Bossk off, admitting openly the Trandoshan had won.

Fett's Revenge

During the Clone Wars, Boba Fett hatched a plan to kill Mace Windu, the Jedi who had killed Jango Fett. Fett brought down a Republic Star Destroyer and took hostages. Bossk was left to guard the prisoners when *Slave I* travelled to Florrum. When about to kill the prisoners, Bossk was overpowered by young Jedi Ashoka Tano and was later handed over to the Republic.



SITH WEAPONS

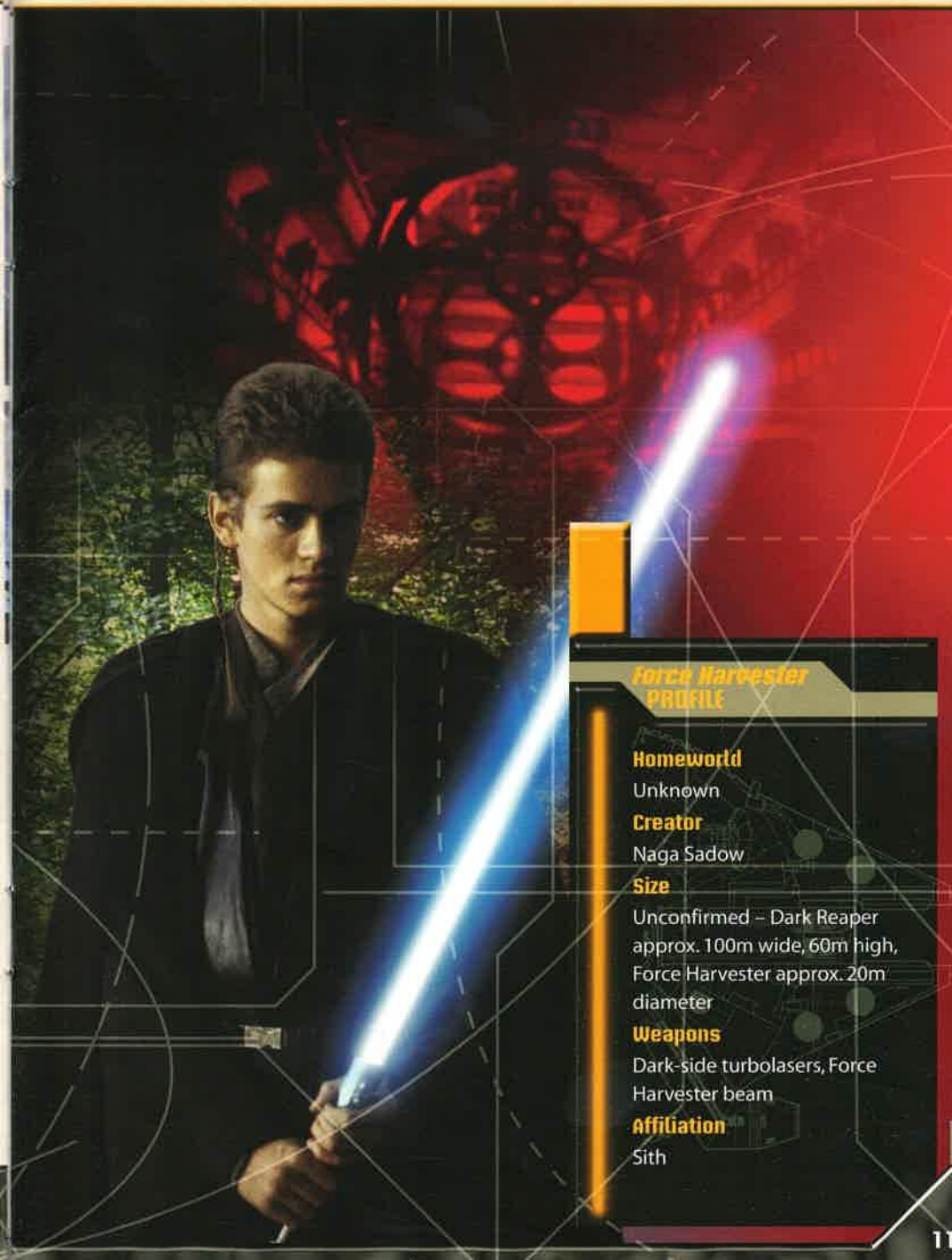
THE FORCE HARVESTER AND DARK REAPER

During the many conflicts between the Sith and the rest of the galaxy, many dark and terrible weapons were developed. Four thousand years before the Battle of Yavin, the Great Sith War ignited after the Sith resurgence during the so-called Freedon Nadd Uprising, when the spirit of a long-dead Sith brought destructive revolution to Onderon.

During the Great Sith War, a Jedi called Exar Kun was turned to the dark side of the Force by the spirit of Freedon Nadd. Nadd's teachings were too thorough, though, and Kun became so powerful that he destroyed Nadd's spirit forever. Exar Kun then turned to conquering the galaxy. He drew to him another fallen Jedi – Ulic Qel-Droma – and together they unleashed the Dark Reaper. However, they had not created the Reaper. It was a relic even then of a far older conflict from a millennia before – the Great Hyperspace War between the newly emerged Sith and the Galactic Republic.

Dark Heart

At the core of the Dark Reaper superweapon was a skeletal sphere only some few tens of metres in diameter. Made of a dark, dullish-grey metal, with outward-facing spikes, this was the Force Harvester. As with all Sith weapons, it looked and felt wrong even to those without a connection to the Force. To a Jedi, the weapon screamed evil, and its mere presence could cause Jedi to lose their focus in fear. The Force Harvester had to be activated by a skilled Dark Jedi. From its inert state, the weapon would glow with a sickly purple light before emitting a thick, cloudy gas. This would blanket an area, instantly killing any living thing it touched and absorbing its Force energy. The Dark Reaper itself was a repulsorlift saucer craft that stored and focused that energy, using it to power turbolasers that could fire blasts of pure dark-side energy. The Reaper was also able to increase the range of the Force Harvester's deadly Force energy drain by focusing it into a single beam that could extend many hundreds of metres from the Reaper. Eventually, the Dark Reaper and the Force Harvester were utterly destroyed by Anakin Skywalker on Thule.



Force Harvester PROFILE

Homeworld
Unknown

Creator
Naga Sadow

Size
Unconfirmed – Dark Reaper approx. 100m wide, 60m high, Force Harvester approx. 20m diameter

Weapons
Dark-side turbolasers, Force Harvester beam

Affiliation
Sith

THE OEVVAOR JET CATAMARAN

TWIN-HULLED SPEEDERS

There were two distinct variants of the oevvaor jet catamaran at the time of the Battle of Kashyyyk. The flying model had a central rotor that provided lift. The relatively small, light blades were able to carry the catamaran into the air thanks to repulsorlift generators in each hull section that reduced the mass of the vehicle. For the purely waterborne variant, the repulsorlifts allowed the craft the increased speed and manoeuvrability of a far lighter vessel.

THE OEVVAOR JET CATAMARAN

Homeworld
Kashyyyk

Manufacturer
Appazanna Engineering Works

Type
Recreational repulsorlift water speeder/ airspeeder

Size
15.1m long, 10.2m wide, 4.3m high (including flight rotor)

Maximum Speed
370km/h (water), 420km/h (air)

Flight Ceiling
1000m

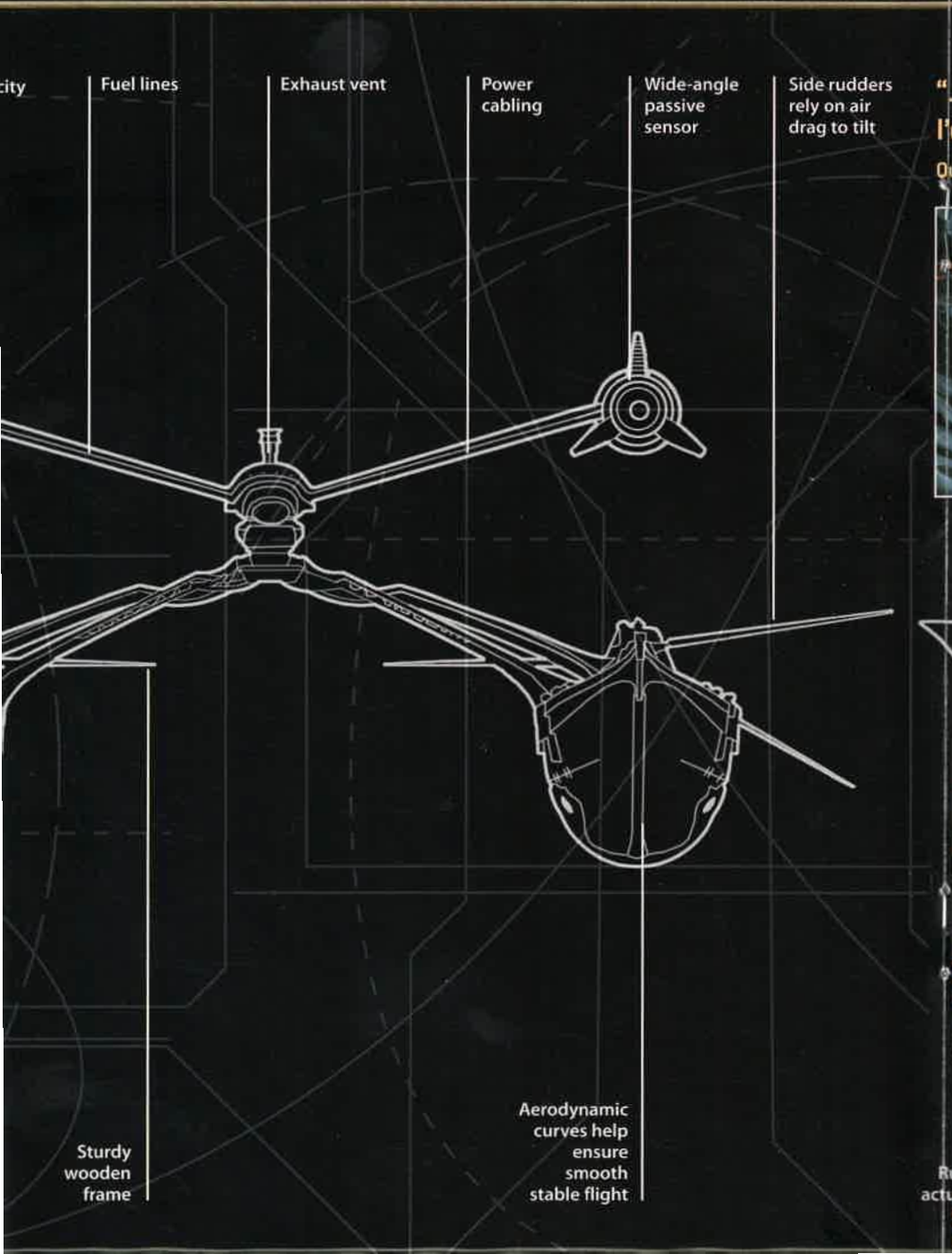
Weapons
None (weapons' rests retrofitted for personal armament)

Crew
1x pilot, 1x co-pilot

Passengers
2 (though up to 2 more could cling on)

Cargo
50kg

Affiliation
Wookiees


city
Fuel lines
Exhaust vent
Power cabling
Wide-angle passive sensor
Side rudders rely on air drag to tilt
Sturdy wooden frame
Aerodynamic curves help ensure smooth stable flight

"... I charged in with the Wookiees, led by two I'd just met named Tarfful and Chewbacca."

Quinlan Vos on the opening of the Battle of Kashyyyk.

Heating elements liquefy fuel

Afterbu

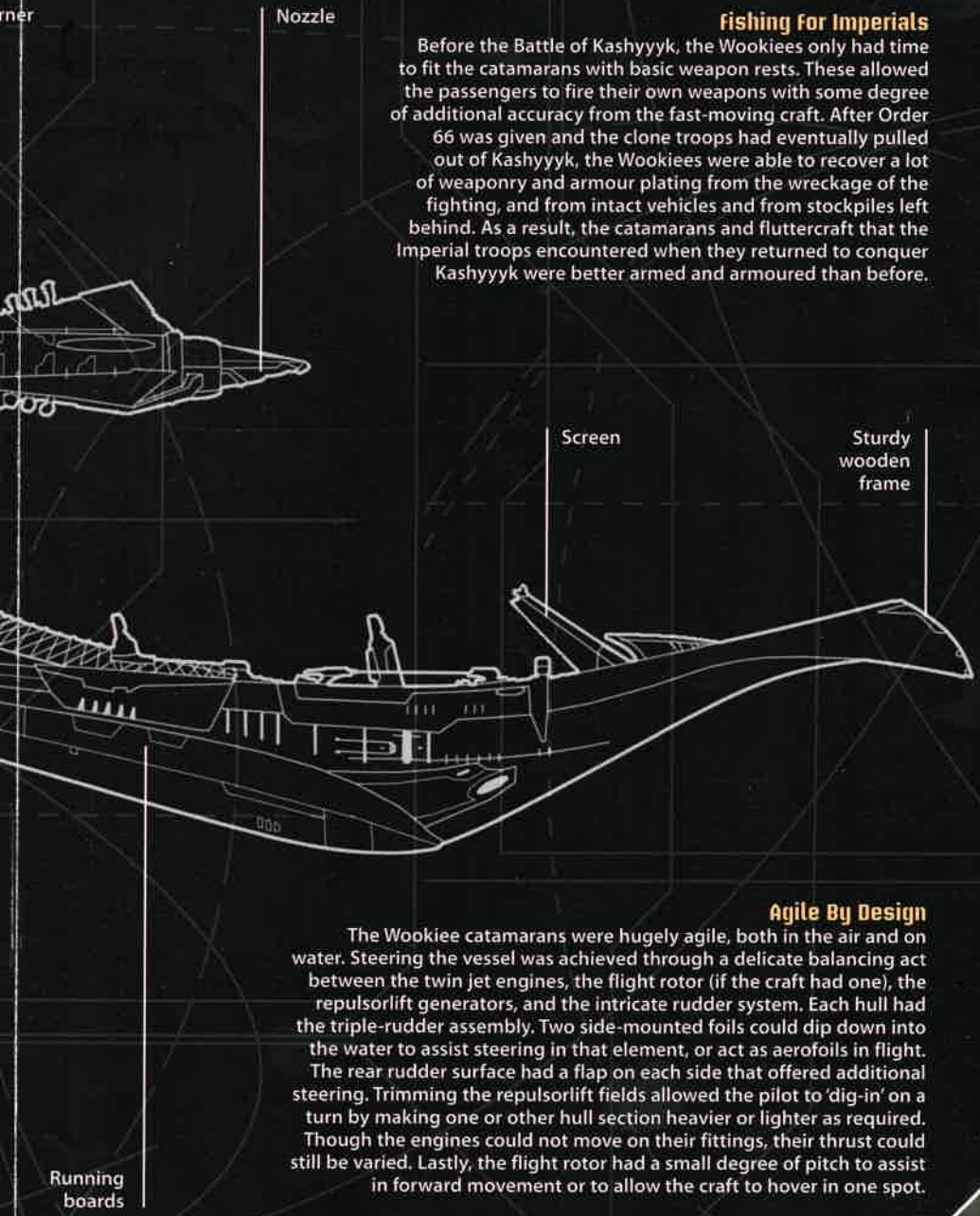
Power generator

Rudder
ctuators

Lower rudders dip into the water

Adjustable length and weight

Fuel in the tank is solid at normal temperatures



Fishing For Imperials

Before the Battle of Kashyyyk, the Wookiees only had time to fit the catamarans with basic weapon rests. These allowed the passengers to fire their own weapons with some degree of additional accuracy from the fast-moving craft. After Order 66 was given and the clone troops had eventually pulled out of Kashyyyk, the Wookiees were able to recover a lot of weaponry and armour plating from the wreckage of the fighting, and from intact vehicles and from stockpiles left behind. As a result, the catamarans and fluttercraft that the Imperial troops encountered when they returned to conquer Kashyyyk were better armed and armoured than before.

Agile By Design

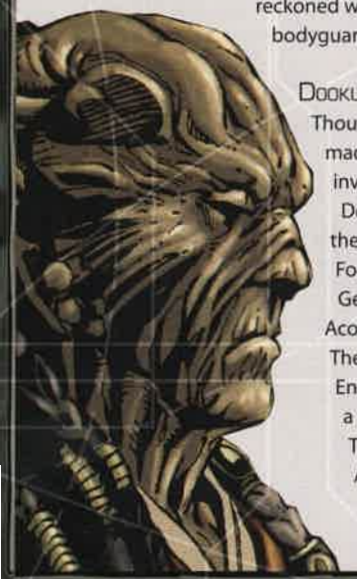
The Wookiee catamarans were hugely agile, both in the air and on water. Steering the vessel was achieved through a delicate balancing act between the twin jet engines, the flight rotor (if the craft had one), the repulsorlift generators, and the intricate rudder system. Each hull had the triple-rudder assembly. Two side-mounted foils could dip down into the water to assist steering in that element, or act as aerofoils in flight. The rear rudder surface had a flap on each side that offered additional steering. Trimming the repulsorlift fields allowed the pilot to 'dig-in' on a turn by making one or other hull section heavier or lighter as required. Though the engines could not move on their fittings, their thrust could still be varied. Lastly, the flight rotor had a small degree of pitch to assist in forward movement or to allow the craft to hover in one spot.

DARK ACOLYTES

AGENTS OF DOOKU

Before and during the Clone Wars, former Jedi Master Count Dooku sought out disaffected Jedi and Force-sensitive beings and drew them to the dark side. These were the Dark Acolytes. Some were trained by Dooku, some were equipped by him. Given various missions, few knew many of their fellows existed – if any at all.

The Dark Acolytes were not true Sith, as that would have breached Darth Bane's Rule of Two. Some, though not all, received Sith training and therefore believed they were Sith. However, the training they received was but a fraction of the training that Dooku, as Sith Apprentice Darth Tyranus, had been given by his master, Darth Sidious. Still, the Acolytes were a force to be reckoned with, and were used as agents and bodyguards by Dooku.



Dooku's Disposable Assets

Though the Dark Acolytes were often made to think that they were invaluable and trusted allies of Dooku, he and Darth Sidious saw them as a tools and nothing more. For example, at the Battle of Geonosis, Count Dooku used three Acolytes simply to cover his escape. They had been given the use of Sith Enforcer tanks and sent out to delay a fast-approaching Mace Windu. The Jedi Master destroyed the Acolytes, but Dooku got away.

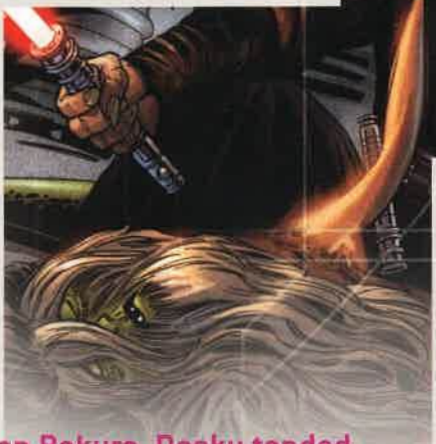
Sora Bulq

Only a very few of Dooku's Acolytes were aware that Dooku himself served a greater Sith. Of that few, only one or two knew about the existence of Sidious. Sora Bulq believed Dooku was the Sith behind the imminent destruction of the Jedi Order during the Clone Wars. He was a Weequay Jedi Master who, already disgusted and disenchanted by what he saw at Geonosis, was easy prey for a Sith as adept at lies as Dooku. Bulq was already flirting with the dark side as a Jedi. Dooku convinced him that the dark side could be controlled if a Jedi was strong enough and held justice in his heart. Sora Bulq became one of Dooku's best agents, before he was killed at the Battle of Saleucami by Jedi Master Quinlan Vos – a former Dark Acolyte who returned to the light side of the Force.

SORA BULQ HAS EXPLORED IT FAR MORE AVIDLY IN HIS STUDY OF VAAPAD.
PERHAPS HE WILL BE MORE REASONABLE THAN YOU WHEN HE WAKES. GOOD-BYE, MASTER THOLME.

Bulq's Fall

Sora Bulq was an exceptional lightsaber teacher. He studied the dangerously dark form of combat called Vaapad with Mace Windu, so beginning his journey to the dark side. After witnessing the death of so many of his students at Geonosis, Sora became despondent. When Bulq and Master Tholme tracked Dooku to Bakura, Dooku was able to spirit the injured Bulq away and soon turned the Jedi to his cause.



"After defeating me on Bakura, Dooku tended to my wounds and reasoned with me! He showed me the anger at the core of my being and made me acknowledge its power!"

Sora Bulq to Master Tholme

PROFILE

Sora Bulq

Homeworld
Ruul (a moon of Sriluur)

Species
Weequay

Gender
Male

Height
1.84m

Weapon
Lightsaber

Affiliation
Jedi Order, Galactic Republic, CIS

THE DARK REAPER CRISIS

SHADOWS FROM THE PAST

Five thousand years before the Clone Wars, the Sith Lord Naga Sadow led the Sith Empire against the Galactic Republic and the Jedi Order in what became known as the Great Hyperspace War. Many terrible weapons were created, each a mixture of technology and Sith dark side 'magic'. One of these was the Dark Reaper.

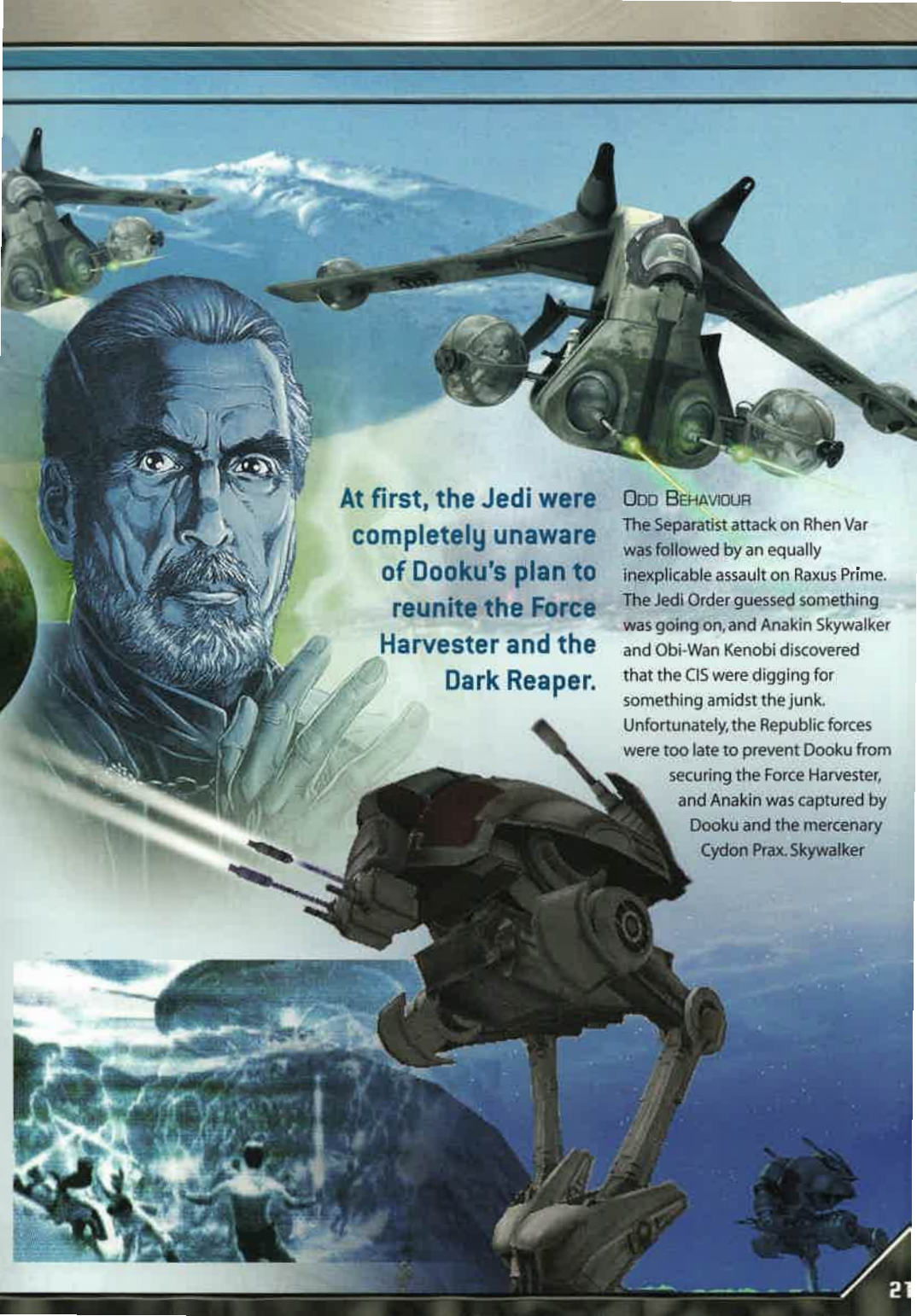
At the end of the Great Hyperspace War, the Jedi Order did what it could to remove the stain of the Sith and their deadly devices from the galaxy. On the moon Yavin IV, where Naga Sadow had fled following his defeat, the Sith Lord hid some of his creations. One of these was the Dark Reaper, with the Force Harvester still at its heart. Two thousand years later, the spirit of Freedon Nadd – who had killed Sadow on Yavin IV to become the new Sith Lord 600 years earlier – brought Exar Kun to the moon. In turn, Kun destroyed Nadd's spirit and began exploring Yavin IV's terrible treasures, using them in his plan to rule the galaxy.

Exar Kun's Defeat

Kun used the Dark Reaper, which he had found during one of many excavations on Yavin IV, to pacify the sectors of space around his ultimate target of the Empress Teta System. However, his apprentice Ulic Qel-Droma was uneasy about the use of the Reaper and was able to contact former Jedi allies who resisted the effects of the Force Harvester and destroyed the Reaper on Thule. The Reaper was broken up, and the Force Harvester was hidden on Raxus Prime, buried in the junk piles. Both the Force Harvester and the Dark Reaper became legends even to the Sith.

Darth Sidious

More than 3500 years after Exar Kun's defeat, Darth Sidious followed the stories and uncovered the truth of the Dark Reaper. Once again, the weapon became part of a plot to conquer the galaxy. Sidious sent his apprentice to Rhen Var, where Ulic Qel-Droma was buried. Under the cover of a CIS invasion of the world, Count Dooku discovered an interactive hologram left by Ulic and learned that the Force Harvester was hidden on Raxus Prime.



At first, the Jedi were completely unaware of Dooku's plan to reunite the Force Harvester and the Dark Reaper.

Odd Behaviour

The Separatist attack on Rhen Var was followed by an equally inexplicable assault on Raxus Prime. The Jedi Order guessed something was going on, and Anakin Skywalker and Obi-Wan Kenobi discovered that the CIS were digging for something amidst the junk. Unfortunately, the Republic forces were too late to prevent Dooku from securing the Force Harvester, and Anakin was captured by Dooku and the mercenary Cydon Prax. Skywalker

"Won the battle we may have, but far from over this war is."

Master Yoda after the Battle of Thule

was taken to Alaris Prime where Dooku planned to test the Force Harvester. The test was successful, destroying all life in a section of forest on the Wookiee colony moon. Anakin barely escaped, but was able to reveal the Separatist's secret plan to Master Yoda and the Jedi Council.

Double-Edged Advice

Yoda, Mace Windu, Obi-Wan Kenobi and Anakin Skywalker met to discuss what Anakin had discovered. Yoda and Windu explained the history of the Dark Reaper, and decided that Obi-Wan and Anakin should recapture Rhen Var and seek information in the tomb of Ulic Qel-Droma. The battle on the icy plains was hard fought, but Anakin eventually won through to Ulic's tomb by defeating the spectral guardians there. Skywalker spoke with Ulic's ancient hologram program, asking for the training and knowledge needed to defeat the Reaper. Anakin brushed aside Ulic's warning that the knowledge carried a risk – the lure of the dark side. His new training complete, Anakin returned to Yoda and Mace Windu with the information that the Dark Reaper is on Thule.

Fear The Reaper

His new training complete, Anakin returned to Yoda and Mace Windu with the information that the Dark Reaper was on Thule. The Republic assault on Thule was as determined as the CIS defence. Experimental weapons from both sides, deployed piecemeal throughout the campaign so far, were brought together on the former Sith fortress world. The Republic's TX-1305 Fighter Tanks and AT-XT walkers took on Separatist Ground Assault Tanks and Heavy Artillery Guns, while Vehicle Armoured Carriers constantly brought up more CIS droid forces. The Separatists even deployed a pair of huge Protodeka, but Cydon Prax himself – piloting his *Dreadnought*-class battle tank – could not stop Anakin reaching the Dark Reaper. The young Jedi used all of Ulic's training, along with his amazing piloting abilities, to destroy the Reaper once and for all.

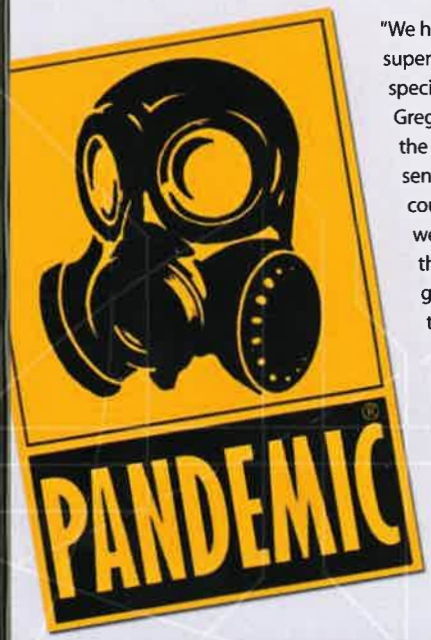
Aftermath of the Crisis

The Dark Reaper Crisis took place in just the first month of the Clone Wars. The cost to both the Republic and the CIS was heavy, as both had committed significant resources. Though Sidious lost the Dark Reaper, he was more than content that the encounter with Ulic Qel-Droma and the Dark Reaper had left his future apprentice Anakin Skywalker more powerful, less trusting of his master, Obi-Wan, and of the Jedi Order, and had brought him a significant step closer to the dark side of the Force.

REAP THE WHIRLWIND!

CREATING *STAR WARS: THE CLONE WARS* VIDEOGAME

Released between November 2002 and April 2003, *Star Wars: The Clone Wars* videogame was created by Pandemic Studios and published by LucasArts. The game was created before the release of Episode II. Interviewed for the Official Prima Strategy Guide, project director Greg Borrud spoke about working with Lucasfilm to create a game that starts during a film that hadn't yet been completed.

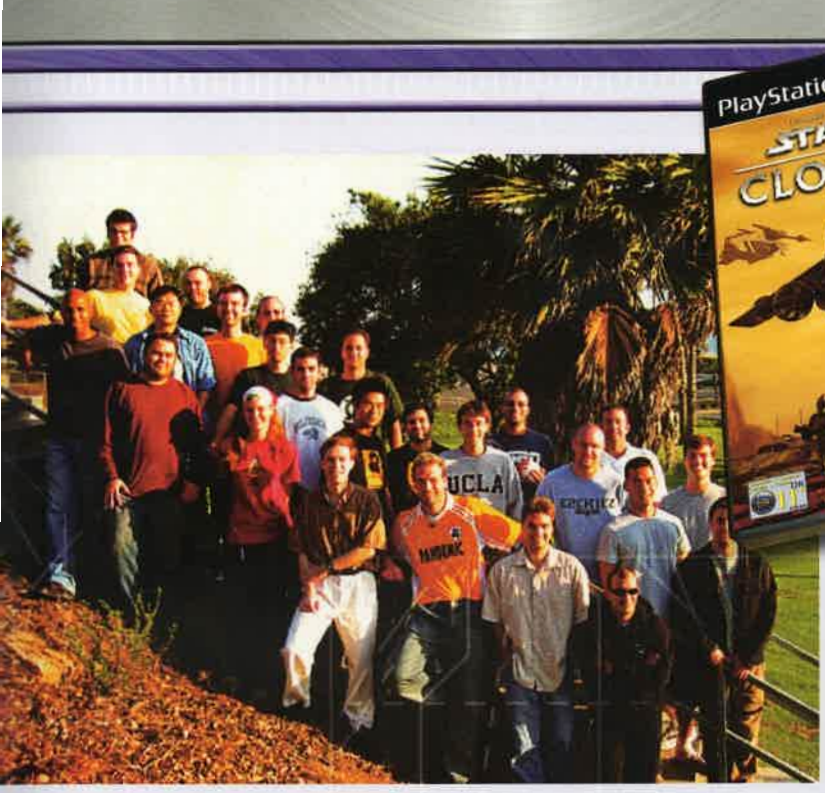


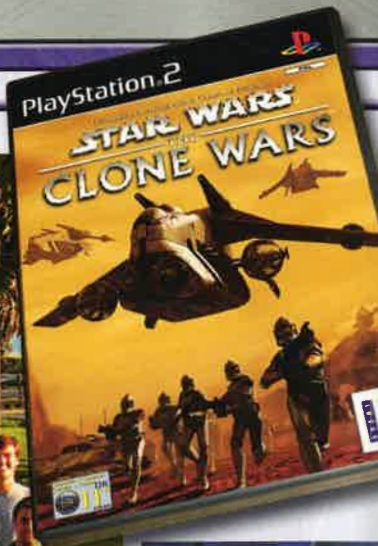
"We had constant assistance and supervision from LucasFilm and specifically Lucas Licensing," Greg revealed. "All throughout the production, they would send us any new info they could about the movie, and we would constantly send them updates about the game. It was very important that we remain true to the *Star Wars* universe. They also suggested adding in many key moments that would tie it in even more. That's where ideas such as using Kashyyyk and including Ulic Qel-Droma into the game came from."

The original story for *Star Wars: The Clone Wars* was very different from the one in the final game.

"There was actually a completely different story line when we began work on this project. We created a new Jedi Knight, Zeru Asani, and followed his story through the battles of the Clone Wars. We did this initially because it was unclear what Episode III was going to be and what would happen to the main characters.

"But as we went along working on the game, Lucas Licensing actually made the recommendation that we change the game to be about Anakin, Obi-Wan and Mace. We, of course, were more than happy to oblige! This is what we had wanted all along, but we were afraid that we wouldn't be



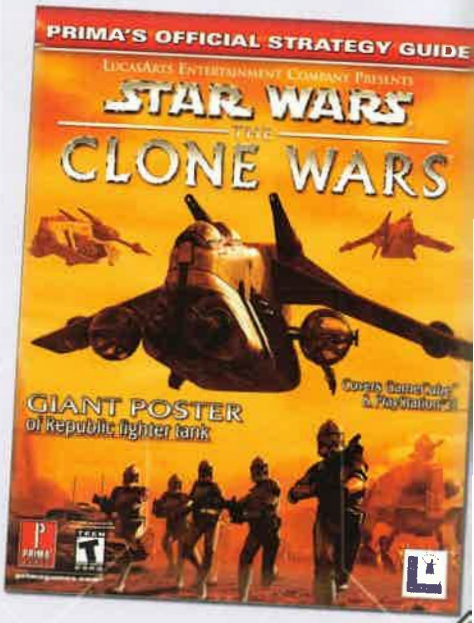


allowed to. The recommendation was a very good one and we went about rewriting the story and changing the missions to make this new direction work. It was definitely a change for the better!"

Since its release, the story of the Dark Reaper and the Force Harvester, and of the Republic's efforts to prevent the CIS from using this dark Sith technology have entered the official history of the Clone Wars. The game was the first introduction players had to the junkyard planet Raxus Prime, which would later feature in a series of young reader novels about the young Boba Fett, and also in the videogame *Star Wars: The Force Unleashed*.

Prima Information

The Prima Games' *Official Strategy Guides* have a long tradition of helping *Star Wars* gamers uncover all the hidden secrets in videogames going right back to the early 1990s with *Star Wars: X-wing* and carrying through to the recent release of LEGO *Star Wars III: The Clone Wars*. As well as game hints and walkthroughs, the guides contain concept art, interviews and more, offering invaluable insights into the creation of these digital adventures.



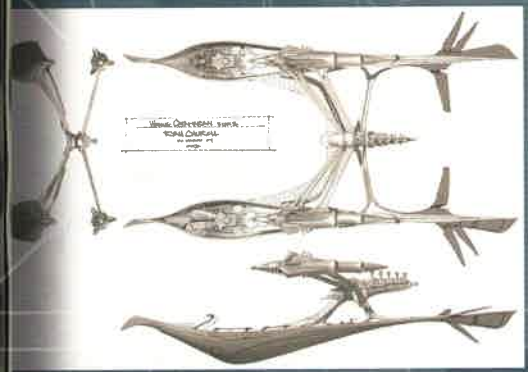
THE OEVVAOR JET CATAMARAN

TAKING TO THE SKIES

CREATING THE OEVVAOR JET CATAMARAN

1 As early as August 2002, Ryan Church had shown catamarans and ornithopters in his paintings of the Battle of Kashyyyk.

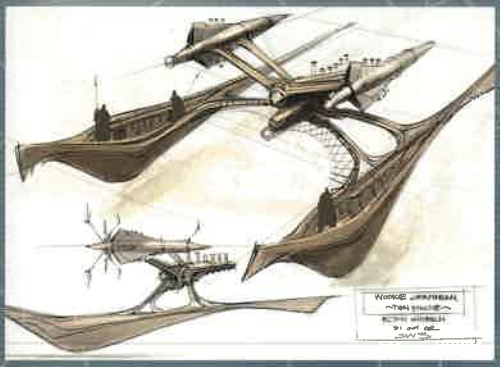
2 The catamarans were significantly bigger then, and able to carry many Wookiees into battle. They were also clearly water craft, complete with sails.



5 By March 2004, Church had scaled the catamaran down to the size it would appear in the film.

6 This was the digital model from August 2004, before the addition of the flight rotor.

The catamaran was originally planned as a Wookiee watercraft, and a small aircraft was designed early in Episode III pre-production. However, George Lucas decided that the catamaran should join the battle in the air. Later still, Lucas decided a rotor head needed to be added. This was to show clearly how the ship flew.



3 By October of 2002, the catamarans had shrunk in size and were very similar to the final version. For a while, the craft were propeller-driven.

4 This flying, propeller-driven version is depicted in an illustration of the Battle of Kashyyyk created in November 2002.

7 The final version of the catamaran in full flight over the Wawaatt Archipelago.

8 The Wookiee pilots and passengers were also digital creations.

DID YOU KNOW?

1 In one version of this scene in Episode III, which Jedi Master pretends to be a mad, mud-smeared local to fool clone troops?

2 How high could the Wookiee catamaran fly?

3 Who did Quinlan Vos accompany into battle aboard a catamaran at the Battle of Kashyyyk?

ANSWERS:

1. Master Yoda covered himself in mud and twigs and, when discovered by clone troops, pretended to be mad and to be planning to eat the dead Wookiee warriors.

2. The Wookiee catamaran and fluttercraft could both fly to 1000m.

3. Master Vos went into battle with Chewbacca and Tarfful. It was his first time seeing Wookiees in battle like that – he was very impressed.

TAANAB – TRANDOSHA

Taanab

Region: Inner Rim Territories
System: Taanab System

When this unimportant agricultural planet was besieged by pirates, Lando Calrissian made a wager that he could defeat the entire fleet singlehandedly. He achieved this using Conner nets to trap many pirates, then using tractor beams to throw ice chunks at them. They eventually surrendered.

Tatooine

Region: Outer Rim Territories
System: Tatoo System

Though not his birthplace, this desert planet was home to Luke Skywalker, and birthplace of his friend Biggs Darklighter. Once lush and fertile, the surface was destroyed when its inhabitants rebelled against the Rakatan Infinite Empire. The survivors evolved into the Sand People and the Jawas.

Thyferra

Region: Inner Rim Territories
System: Polith System

Thyferra's insectoid Vratix discovered that by blending the bacteria alazhi and kavam in viscous ambori fluid they could create bacta, a near-miraculous healing agent. Under the Empire, most bacta production was taken over by two human corporations, which retained control after Palpatine's death.

Toprawa

Region: Outer Rim Territories
System: Toprawa System

Despite having held a Rebel intelligence-gathering outpost, this was where the Death Star superlaser was developed. A Rebel group, with local help, stole plans for the laser and used a captured Imperial relay to beam the data to Princess Leia when her ship, *Tantive IV*, briefly jumped into the system.

Toydaria

Region: Mid Rim Territories
System: Toydari System

A spa-world for the Hutts, Toydaria was a swampy, pungent planet. In the Toydarians' early history, huge algae mats floating in the many muddy lakes were the only safe ground, so they flew almost constantly. Speeder traffic was heavily restricted to avoid collisions with flying Toydarians.

Trandosha

Region: Mid Rim Territories
System: Kashyyyk System

The homeworld of the reptilian Trandoshans, blood rivals of the Wookiees of Kashyyyk (and notorious slavers, though part of the Galactic Republic). Though many Trandoshans fought for the CIS in the Clone Wars, they didn't declare for them. They later helped the Empire to subjugate the Wookiees.

IN THIS ISSUE

WITH ISSUE 78: WOOKIEE CATAMARAN

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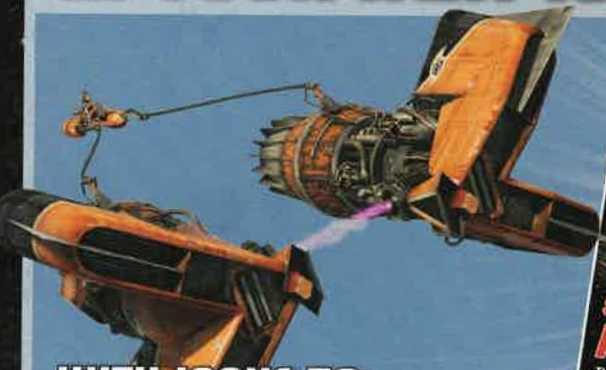
IN YOUR NEXT ISSUE



WITH ISSUE 79: SEBULBA'S PODRACER

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